Rosewill®

Gaming Keyboard with fully programmable keys

Clavier de jeu à touches entièrement programmables

RK-8100

User Manual

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1 Hardware and Software Installation

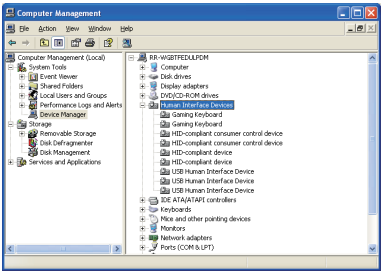
Please make sure keyboard is connected to PC before software installation.

1. Connect the keyboard USB connectors to a PC and observe for [Hardware found] notice
2. Place the enclosed CD driver into CD/DVD-ROM and follow the steps on screen to complete software installation and restart the computer.
3. Activate your Interface (GUI) from clicking bottom right side icon on desktop after PC is on
4. When keyboard USB port is unplugged, Octopus Clicker icon will disappear at the same time.
5. If a reminder of software installation compatibility shows up, please click " Continue" to move on to next stage.
   * Please make sure keyboard is connected to PC before software installation.

* Please do not connect keyboard to any other USB ports after installation. In case connecting to any other USB ports, users shall install software again.

2 Software Installation Verification

1. You need to verify if installation is complete or not through hardware manager
2. Please click " My Computer"from mouse right button then click " Attributes" on left button. Then " Hardware" Then " Hardware Manager".
3. Please check and ensure two items " gaming keyboard " , " human interface input device" are inclusive in the list of hardware manager.



3 Main Frame of UI

Picture below shows UI.
UI is a program to customize users' functions or settings.

4 UI Configuration Guide

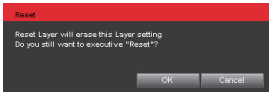
Set button in the process, when the set position before the pointer button will show three-dimensional effect.

After setting complete, key rim presents in highlighting display. In addition, it will reveal the content of settings when cursor clicks on.

Due to the long Macro setting, Macro will display Marco itself.

Manual

Layer to reset current settings. Dialogue window as below.
Please confirm OK to apply setting. Please click Cancel to undo



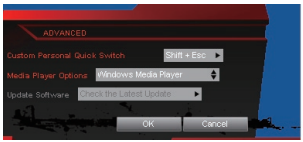
5 UI main frame includes

UI main frame includes 10 profiles.
Each Profile possesses 3 Layers.
Layers are classified by colors

Layer1-Red
Layer2-Green
Layer1-Blue

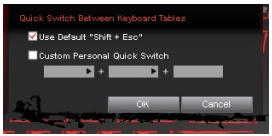
6 Advance

provision of settings as below.



Custom Personal Quick Switch:
A quick switch between PC mode and gaming mode. Definitions as follows.

Quick Switch Between Keyboard Tables
1)Use default " shift + ESC"
Use default " shift + ESC" to define
2)Custom Personal Quick Switch:
Users can choose Shift, Ctrl, Alt or any alphabet keys to customize personal quick switch. Please avoid same composition with Microsoft default value. Otherwise, this setting will be invalid. If current setting is complete, please click " OK" or click " Cancel" to undo the setting.



Media Player Option

1)Windowns Media Player
2)iTunes
3)Real Player
4)Winamp

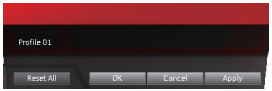
* If Media Player Option is not installed, this option is not available.
* Update software —(Not activated yet)

7 *Profile Selection*

Provision of settings as below.

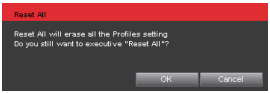
Profile01 :

To modify current settings, please click " Profile01" to activate panel and choose profile from list. After modification complete, please click " OK " or " Apply" to execute. Otherwise, please click " Cancel" to
Undo. Profile can function as Import, Export or reset current settings.



Reset All :

Dialogue window as follows,



Linked Application

- ► allows you to execute profiles or log in program to proceed “ Auto Switch”.
- ► Please click left button on mouse on chosen area to browse till profile or quick switch found.
- ► Please click OK or Cancel to finish this task.

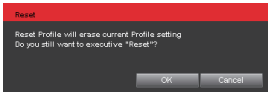
  * Users have to link files to Linked Application to perform Auto-Switching.

Auto-Swtich

- ► allows you to activate or inactivate “ Auto-Swtich” function.
- ► Please click auto-switching dialogue window beside files to execute this function. “ V” indicates auto-switching function is activated.

Reset

Dialogue window as below.

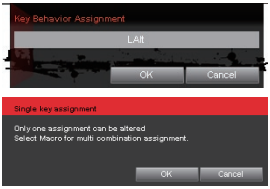


8 UI function settings including

Provision of settings as below.

Single Key:

Allows users to swap alphabet keys to other keys. When users is going to set a multi-combination assignment, warning window will appear as below.



Macro:

allows users to set up sequence of keys and mouse buttons.
UI will keep Marco to replay later.

9 Macro items includes

It is a sequence list of replay varieties of keys, delay and other functions when Macro Mouse Button:
Allows users to transform keyboard function to mouse button.

Record :
Start to record Marco

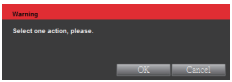
Stop :
Stop record Macro

Move Up :
Click mouse's left button to " move up" any event. It allows you to move up any event to preferred location in the sequence list.

Move Down :
Click mouse right (left) button to move down any event. It allow you to move down any event to preferred location in the sequence list.

COPY :
Copy one segment of Marco

Add Delays :
Allows users to add delays in sequence list manualy. Simply choose one event's delays Once at a time then choose delay time and click " add" button.



Select All :
Select all events in the sequence list.

Select All Delays :
Only select all delays from sequence list. If you like make all delays in same period or cancel all right away, please select the specific option dialogue.

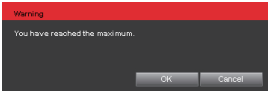
Delete :
Deletece list.

Delays time :
Allows users to add delays time in Macro
Ignored Delays Between Events:
System will not record the time difference between delay time of " click" and " release" button and actual time in the progress of recording Macro.
Record with Auto Delay :
System will record the time difference between delay time of " click" and "release" button and actual time.
Time Repeat :
Input number of time repeat
Repeat as key is holding down:
Allows users to record Macro content when key is holding down
Repeat until next key is Pressed:
Repeat same Macro until next key is Pressed
Repetition interval :
Set up repetition interval between Marco

10 Macro items includes

Users can set up mouse button through sketch map. When " press" button, button color becomes red. When " release" button, button color return original white. " Press" and " Release" button is regarded as two motions.

In the progress of setting Marco, there is a maximum of 128 through " press" and " release" method. Warming window will show up if limit is reached.



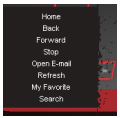
Click [OK/Cancel] to complete Macro setting

11 Set Up Mouse Button

Mouse Button:
Allows users to transform keyboard function to mouse button.

12 Function Selection

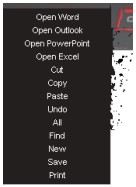
Internet HotKeys :
Insert a varieties of operations in compliance with Windows operation system 's basic commands.



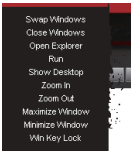
Media HotKeys :
Insert a varieties of operations in compliance to Windows operation system 's basic commands.

Profile Switch :
Allows users to switch to designated Profile and Layer. Arrow up means adding to Profile 10 or Layer 3 and choose to perform OSD (On-Screen Display) or not.

Office HotKeys:
Insert a varieties of operations in compliance to Windows operation system and Microsoft Office 's basic commands.



Additional command :
Insert a varieties of operations in compliance to Windows operation system 's basic commands.



Launch Program :
Users need to find out .exe format file to execute games or launch program after log in program. This setting will reveal file name and location.

Reset Key to Default:
This allows users to reset Macro key, single key or launch program to default.

Disable Button : Allows users to disable specific buttons.

Config : Config is to launch software interface.

Exit: Exit will turn off tray icon and stop launch program in gaming keyboard. If users need to launch program again, please restart PC.

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